

CELERY SOFTWARE

DOCUMENTATION

This instruction booklet contains documentation for 5 separate programs. Refer to the section covering the title you have purchased. Read additional sections for explanations of other exciting Celery software.

- Fearless Fred and the Factory of Doom
- Legend of the Knucker Hole
- Mediator
- Psycastria
- Time Tunnel

FEARLESS FRED & THE FACTORY OF DOOM

You and Fearless Fred are members of the world renowned hi-tech TBDS (Tactical Bomb Disposal Squad). But, this is different! You have been summoned to the International Defense Systems factory, where terrorists have taken control and booby-trapped the facility with the intention of putting it out of commission. Amongst other hazards, they have spread Eucronium crystals which, unless removed, will make the factory radioactively "hot" for over a thousand years.!

Control the actions of Fearless Fred as you monitor his activities on your RCVS (Remote Control Video Screen). Your job: GET THOSE CRYSTALS!

LEGEND OF THE KNUCKER HOLE

The Marauding dragon terrorizes a once-peaceful kingdom. The King issues the challenge: Whosoever succeeds in killing the evil dragon will be rewarded with the hand of his daughter in marriage! News of the challenge reaches Jack, who decides to accept, and sets off in search of fame and fortune.

The dragon's lair is in the Knucker Chambers, a series of caverns reached only by descending through the Knucker-Hole. Brute force will not kill the dragon. But, a friendly wizard tells Jack that he will supply him with a deadly potion to kill the dragon . . . in return for the retrieval of the Six Bells of the Holy Tower, stolen many years before, and now concealed in the Knucker Chambers.

The wizard promises to supply Jack with a new pair of his famous Jet-Boots to aid his quest. The action begins . . .

MEDIATOR

Long ago, eons past, a doomsday machine was placed in high orbit above the satellites XYLOS and PHOLOS: its role, to deter further acts of nuclear war between the empires of the galaxy. Should critical levels of nuclear activity be

detected emanating from the surface of the satellites, the machine will activate and destroy both civilizations.

Marauding invaders, from the ZAGOS GALAXY, unaware of the danger from the doomsday machine, launch a nuclear attack against PHOLOS. XYLOS then launches a counter-offensive with hypnobeams against the ZAGS, slowing down the critical build-up of nuclear radiation.

YOUR MISSION: As the saviour of the galaxy, you must locate the legendary GOOD MEDIATOR to acquire the "mythical" TIME CRYSTAL, which endows the possessor with the power to psychokinetically dispatch any destructive elements to another time zone. Leave XYLOS, and seek out the planet far, far below . . . but, be prepared at any time to be recalled to XYLOS and PHOLOS to combat the ZAGS using your joystick controlled missiles . . .

PSYCASTIA

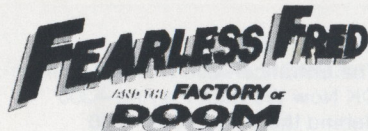
The Psycastrians are alien beings who are capable of removing the vitality and the force of the human mind and take control of people's thinking. They have implanted themselves into the bodies of world leaders and have been manipulating events and plunging humanity into horrible conflict and war, with the ultimate aim of the eventual destruction of mankind.

But, their secret is out, and you must warp into different time zones to undo the evil they have perpetrated, before finally battling in the present and destroying the Psycastrian mother ship that is planning our ultimate destruction. Only in your advanced "Star Shooter" spacefighter can you carry out the daring surprise raid on the Psycastrian installations on land, sea, moon and deep space.

Hurry . . . the brain you save may be your own!

TIME TUNNEL

The adventure starts deep within the magical forest of Central Scandanavia and near the mansion of an aged, but powerful, gnome King. As in the tradition in the gnome society, whenever a king reaches his 350th birthday, procedures commence to choose a successor. Your recent accomplishments for a youth of 114 years makes you a prime contender for the throne, but the feats required to achieve your goal are not easy. Seven pages from an ancient gnome scripture have been scattered across the years of time by an evil Cyclops. These pages describe the magical procedure required to free many of your kind who have been trapped by spirits within the trees of the gnome forest. To earn your right to the throne, you must undertake perilous voyages back and forth in time to locate, acquire and return these pages to the forest. your final goal of deciphering the scriptures message will allow you to perform the special magic required to free your fellow gnomes and become Gnome King.



FEARLESS FRED AND THE FACTORY OF DOOM

Loading Instructions

Power up your computer system. Insert the Fearless Fred diskette in the drive and enter LOAD "CELERY", 8 or load "C*", 8. Press RETURN key and then enter RUN and press RETURN to load Fearless Fred.

Crystals

The aim of the game is to pick up all the crystals on each screen before moving on to the next level, there are 16 levels on screens plus a bonus screen after completing every 3 screens.

Scoring

100 points per object, bonus time remaining at the end of each screen.

Controls

[Z]-left; [X]-Right, [SHIFT]-Jump; or Joystick in Port 2.

F1—to kill yourself if your trapped

F3—puts you back to the title screen

P—to pause the game; to restart push it again

+ automatically puts you ahead to the next level

- automatically puts you back to the previous level. But if you use the plus or minus keys you will not be listed in the "Top 3" no matter how high your score is.

Time Limits

The Entrance—300
OK Now We Start Playing—300
Behind the Bike Sheds—200
The Room Before the Next One—700
In the Cavern—900
It's A Lot Easier Than it Looks—500
The Rocket Launch Site—500
Miners Clone—700
Hunchbacks Favorite Wall—700
Data Storage Room—300
The Power Station—700
The Production Line—1000
The Railway Station—1000
My Favorite—1000
In A Small Forest Clearing—500
Get Past This One If You Can—700

LEGEND OF THE KNUCKER HOLE

LEGEND OF THE KNUCKER HOLE

Loading Instructions

Power up your computer system. Insert the Knucker Hole diskette in the drive and enter LOAD "*",8,1 press RETURN Key, the enter RUN key and press RETURN to load Knucker Hole.

Skill Levels

Move joystick left/right to select NOVICE, NORMAL or EXPERT skill level.

Zone Choice

Move joystick forward/backwards to select from: ZONES 1 to 5 or EXTENDED ZONE GAME. (More details below).

Start

Push the joystick button to commence play. (Use joystick port 2).

Skill Levels: Zones 1-3

Novice

Depth of each zone is 2/3 that of NORMAL or EXPERT setting. One extra awarded for completion of each zone.

Normal

Two extra lives awarded for completion of each zone.

Expert

Same depth as above, but many more laser beams and floor hazards. Three extra lives awarded!

Skill Levels: Zone 4

Two rogue attacking KANGARATS in the EXPERT level, one in NOVICE and NORMAL levels. Extra lives as above.

Skill Levels: Zones 5-9

RESIDUAL GATES: When a power switch is hit, the gate is turned off may expand and contract. These must be ducked under! EXPERT level has the most RESIDUAL gates.

Game Control: Zones 1-3

Disable the skulls by hitting the wall power switches, jump the hazards and fall down the Hole! Use joystick to move left, right; and button to jump.

Scores

Zone 1—100 points/switch.

Zone 2—200 points/switch.

Zone 3—300 points/switch.

Bonus for time taken—see top centre of screen.

Zone 4: Kangarat Kavern

Use the elevators to change floors, and collect all the crystals to open the EXIT GATE. To avoid being eaten by the KANGARATS you can use your HIDE SPELL three times—just push the button. (HIDE FEATURE displayed top right of screen.) THE ORACLE will appear—touch it to gain bonuses, lives or HIDE SPELLS.

Joystick Control

Up and down controls the elevator you are standing on.

Scores

Score 75 points for each crystal. The ORACLE gives you 500, 750 or 1000 points. Bonus awarded for time taken.

Extended Zone 4

KANGARAT KAVERN with 16 SCREENS! Choose this option during zone choice and enjoy KANGARAT KAVERN, a unique 16 screen game TOTALLY INDEPENDENT of all the other zones of play!

Zones 5-9: The Knucker Chamber

Locate the SIX BELLS, return to the centre location (indicated by the crosshairs on the scanner) find the deadly potion—skull and crossbones—cross the water, trigger the power switch and reach the exit: THE KING'S DAUGHTER AWAITS YOU! Sounds easy? You have the touch the power switches to open the passage ways, collect fuel and avoid overheating you JET-BOOTS—don't stand still for too long, or else.

Joystick Control

Up and down controls the elevator JET-BOOT JACK is standing on. Press the button to avoid low ceilings, etc., etc.

Scores

Oracle—500, 700, 1000 points

Switches—250, 500, 750 points (controlled by skill levels)

Hearts—250, 500, 750 points (controlled by skill levels)

Bells—750, 1000, 1250 points (controlled by skill levels)

5000 points completion bonus

3 extra lives may be earned (indicated by flickering heart).

Demo Mode

The [SPACE BAR] starts the demo mode—press then recommence play. (In ZONES 5-9, the symbol at the top/centre screen 'indicates' when all six BELLS are collected—watch out for it! This is ONLY for those players who cannot count! On ZONE 5-9, the time keeps a check on you—shortest times are the best!



MEDIATOR

Loading Instructions

Power up your computer system. Insert the Mediator diskette in the drive and enter LOAD "MEDIATOR", 8, 1 press RETURN key the enter RUN and press RETURN key to load Mediator.

YOUR MISSION

As the saviour of the galaxy, you must locate the legendary GOOD MEDIATOR to acquire the "mythical" TIME CRYSTAL, which endows the possessor with the power to psychokinetically dispatch any destructive elements to another time zone. Leave XYLOS, and seek out the planet far, far below . . . but, be prepared at any time to be recalled to XYLOS and PHOLOS to combat the ZAGS using your joystick controlled missiles . . .

Them Bones, Them Bones, Them Dry Bones . . .

Lethal trees . . . skeletal remains . . . building a horse, is your only recourse! Bones and brown soil go very well together!

Turning Turtle is the Only Way to Travel . . .

An apple a day brings your horse into play!

The Hills are Alive . . .

Ding Dong: if I had a hammer, I'd compose a mortal melody.

A Steamy Situation for Hotfooted Hero . . .

A fate worse than death? False mediators abound, but a safe exit must be found.

Those Nasty Spiders and Snakes . . .

Strike the right lights to trigger your safe exit . . .

A Time to Reflect . . . A Time to Die?

Terrible cerebrals—out of their minds. Shed some torchlight on the problem: false mediators hate the sight of their own faces. A trip through an open door will create an unexpectedly sympathetic response . . . A hotshot or two will crystalize the situation!

Face to Face

Match the faces to discover the correct exit point: but who do you really believe!??

Controls

MEDIATOR uses joystick ports 1 and 2. On the COMMODORE 64/128 version, press the [F7] key to select one or two player mode, then press the joystick button to commence play.

Status Indicators

The display panel indicates the number of lives left for each player, on the left-hand side and the level of remaining energy, on the right-hand side.

Hints—How to Begin

To move forward push fire button; the longer the fire button is held the faster your rocket will go. Steer your rocket with the joystick. Don't run into Xylos or Pholos, the mediator, the energy barrier, or the city on the other side of the barrier. To break through the barrier control your rocket to the barrier. Without touching the barrier, turn your rocket so the front is facing upward. Now pull down on the joystick and you bomb the barrier. After blowing a hole large enough for your rocket fly through it and proceed to land on the landing pad in the middle of the city. When landing you must be facing upward and be sure not to come in too fast. After landing you proceed to the next level. On this level you must cross the river to get the yellow pieces on the other side. To cross the river shoot the tree three times and it will fall on the river creating a bridge. After the tree has been shot down triangular shaped spaceships will fly overhead and transport alien trees that can kill you. To kill them it takes one shot from your gun. Once you have picked up a yellow piece go back across the river to the brown patch of dirt in the lower left-hand corner of the screen. After doing this another piece shall appear, keep doing until you have six pieces. After you have the six pieces needed kill any other trees that may be left. Then a skeletal figure of a horse will appear, you must lead him across the river and to the other side of the screen to proceed to the next level.

Points

5 pts. for every bomb that hits the barrier
15 pts. for each yeallow piece brought back across the river
100 pts. for each enemy ZAG ship shot down
50 pts. for each alien tree shot
Bonus pts. awarded for energy left at the end of each level



PSYCASTRIA

Loading Instructions

Power up your computer system. Insert the Psycastria diskette in the drive and enter LOAD "*", 8, press RETURN key the enter RUN and press RETURN key to load Psychastria.

Keyboard Controls

Z=Left
X=Right
:=Up
?=Down
Return=Fire
F1=Pause
F3=Restart
F7=Quit
O=Options Screen
(Use F1-F7 to change options)

Playing the Game

The Psycastrians have constructed 16 different types of installations, four on land, four at sea on giant carrier ships, four on the surface of the moon, and another four in deep space. It is in these installations that they store their energy supplies in circular pods. You, now endowed with the skill and cunning of the famous Boggles, are in charge of a highly maneuverable craft capable of stunning mid-air changes of direction. Using just your basic astro-cannons you must attack each installation in turn, avoiding the high buildings that stand up from the surface. However, the Psycastria will put up a strong defense with their bizarre-shaped fighters. You can cause as much damage as you like to the installation, but your main aim is to destroy the 10 small circular energy cylinders that protrude from the surface and then land on the landing strip at the far right of the installation. You won't be allowed to land until you have destroyed all ten pods. If you destroy all ten within a certain time limit you will get a time bonus. Once you have landed there is a bonus sub-game in which you must destroy aliens that whizz across the screen by shooting them when they are in line with the word SHOT. You can keep shooting until you miss once. Then back at the ship—full speed auto mode is engaged, taking you back to the beginning, during which you can collect extra points without fear of hitting any of the buildings. If you have managed to survive this long you can go on to the next battle! After every four screens there is another bonus screen where your reactions will be tested by wave upon wave of aliens!

You start with three lives and get an extra one every 30,000 points, and your point score determines your eventual rank (10 levels from Novice upwards)

TIME TUNNEL

TIME TUNNEL

Loading Instructions

Power up your computer system. Insert the Time Tunnel diskette in the drive and enter LOAD "*", 8, 1 press RETURN key then enter RUN and press RETURN key to load Time Tunnel. Loading time approximately 2:15 min.

The Adventure:

The game presents several puzzles of a complexity which, cumulatively, will require many hours of computer time to complete. Pages of the gnome book and obstacles blocking their acquisition are scattered over 8 separate periods of time correlating to events in global history. The time traveller can visit prehistoric times, journey through the Roman era, the colonial periods of America, and even embark on the control deck of a futuristic intergalactic spaceship. Activity in any year requires several tools to be employed correctly before puzzle solutions begin to unfold. Most tools for one year are located somewhere within that same year, but not always. The player may frequently abandon some activity for lack of proper equipment to complete his goal. Later wanderings in some other era frequently uncover items which are useful elsewhere. This scattering of objects is laid out in a manner to add complexity and enjoyability to the game, but not to the extent of undue frustration. The player can always find a clue as the other year(s) contain one or more items required to overcome current predicaments.

The Controls

As you travel through the years, you will encounter various objects which you can frequently pick up and use to aid you in solving puzzles and overcoming problems encountered.

You can also fire lightning bolts at will. All action is accomplished through the joystick and fire button. Pressing the fire button will result in one of the following actions:

If you are near a figure that you can operate for some benefit, that figure will be operated. This is used for opening doors, moving levers, or activating the time machine.

If you are carrying an object you will drop it.

If you are touching an object that can be picked up, you will pick it up.

Otherwise you will fire a single lightning bolt.

All operations are evaluated in the above order, and only the first legitimate action will be performed. You can fire lightning bolts only when facing left or right, never when facing up or down. While you can only carry one object at a time, there is a storage closet accessible in which you can store up to four items, none of which can be a map piece. The closet is entered from any scene whenever your fire button is pressed and remains pressed for 4 seconds. You can leave the closet by holding the button down for 3 seconds and will always return to the spot you were at prior to entering the closet. You will not be able to leave the closet if there are more than four items there or if there is a map piece. You must pick up one of the excess items before you will be allowed to leave.

Once you drop an object, you cannot pick it up again until you first move the gnome so that he is not touching the object, and then position him back

over it. If you see an object you want to take to the closet, you must move over it and hold down the button for three seconds without releasing it. Pressing the button initially will pick the object up, and keeping it down for four seconds will transport you to the closet. If you first pick it up (press the button once and release) and then try to go to the closet, the second pressing of the button will first drop the object at the start of the four second period.

Then, when you finally transport to the closet, you will not have the object you wanted to take with you. The same procedure should be used when retrieving objects from the closet.

The game can be paused and unpaused by pressing (**F7**). The game can be restarted by pressing **RESTORE**.

Special Note:

You can have, at most, 8 objects in a scene at one time. This includes one for the Gnome himself. If more than 8 are placed in a scene, only 8 of them will appear on the screen. The excess figures are not lost, but will not be plotted until some figure that is plotted is removed from the scene. There is never a case where that many objects are needed. If you ever encounter the case where an object placed in the scene is no longer there, this is the reason. Simply remove one of the excess objects and re-enter the original scene. The previously missing object will then be present. In some scenes, some of the scenery is comprised of objects (sprites) and, in that case, only 7 or 6 other objects may be carried in by you.

The Time Zone

Gnome Mansion (today): to get you started with the feel of the game the instructions following will allow you to set up your time-machine and get into the adventure.

Proceed by entering the door on the right, picking up the log, walking back to the living room scene, dropping the log in the fireplace, and shooting it with the Gnome's lightning. This causes the missing part of the time machine to appear on the table. Pick it up, climb the ladder in the time machine room, and drop it on top of the machine. Be careful not to accidentally pick up the ladder. The time machine can now be entered and activated by a push of the button while inside. You will be transported to the most recent year set in the time machine control room, the right door off the swimming pool scene. In general, the time machine is the primary means of travelling between years, and the only way for controlled movement. Several scenes in various years contain time holes which appear and disappear. Entering one of these transports you to another year of the time hole's choice, although the year associated with each hole never changes. In general, a time hole takes you to some other year which will contain some equipment useful for solving the year you came from.

The purpose of the game is to roam the many years and collect parts to a map (you can see a sample one by entering year 9999) and combine them to find out how to become the Gnome King. There is one missing map part located in each year. They all look similar and should be easy to identify.

A storage closet can be entered at any time by holding down the joystick button for about 3 seconds, and can be exited the same way. Exiting always returns you back to where you came from. The storage closet can be used to hold up to four items for retrieval at any other time. The closet can be entered while you are carrying a fifth item, but will not let you leave until you take one of the five back with you. You can never leave map parts there. They must be carried by you back to the mansion.

When the game starts, the closet contains one item, an unlit torch. Light is required at several points in the game, so it is a good idea to enter the closet immediately after lighting the fireplace log. Take the torch, touch it to the fire thereby lighting it, and return it to the closet for quick access when needed.

Stone Age (9600 BC)

This consists of five scenes reached by walking left and right. Scene 1 is at the far left, scene 5 at the right. You enter into scene 4 which contains the scorpion cage. Within a scene you can climb up and down the rock ladders, enter the caves, or walk left and right to go to another scene. Climbing any ladder up and off the picture at the top will return to the mansion. All caves entered will be dark unless the lit torch is present. **Clue:** Lever yourself to be a little bolder.

Colonial Salem M.A. (1692)

You enter the leftmost of three street scenes. **Clue:** Bats can be shot—these brooms are made for flying—hubble, bubble, toil and trouble.

California Gold Rush (1849)

You enter the left of three street scenes. There are also three caves to discover. **Clue:** The horse will move—the compressor will work—up, up and away.

The Gnome Mansion

The mysterious location of your fantastic time machine. Assemble the final parts of your craft and begin your epic voyage to past and future.

Intergalactic Spaceship (3456)

Scene 1 contains a control board with several blinking objects. You can (and should) pick up the leftmost of these, an object in the shape of a plus sign). You can walk towards yourself from the control room to enter a viewing deck. Walking forward from the deck returns you to the control room. **Clue:** The triangle key can take you to some strange places—pull the levers and get your jackpot.

Magical Persia (893 BC)

Scenes in this year are entered by walking forward and backwards in the scenery. You enter the year in scene one, the bottom of four outside scenes. Walking down from scene one takes you back to the mansions so start your trip forward. The scenes are organized in perspective, so that walking forwards brings the scenery you already see closer. **Clue:** You can attract women with free drinks—keys open safes!—boulders can be blown up—shooting lanterns can have a strange effect.

Mythological Greece (86BC)

There are five scenes. In the first, there are two doorways. The prominent one near the middle will take you into the temple walkway. The other, in the far upper left hand corner of the screen, will take you back to the Gnome Mansion. In the second scene you can see a loose brick. You can walk into the main temple room by going to the left and, from there, once more to the left will take you to a scene guarded by Medusa. Medusa fires a deadly projectile at you, so you should leave fast. **Clue:** Loose bricks can be moved with an object—You need to shield yourself from Medusa's wrath.

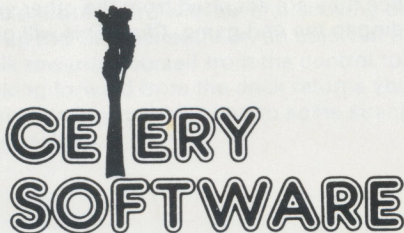
The Black Hole (9999)

This is what it says, nothing but a black hole. You can go back to the mansion by walking all the way down. this scene is to be used to assemble all the map parts once they are acquired from the other years and is the method for proceeding to the end game. **Clue:** This will give you something to reflect upon.

WARRANTY

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417 N. Figueroa St., Wilmington, CA 90744
800-843-0537 Out. CA • 800-654-8829 In CA